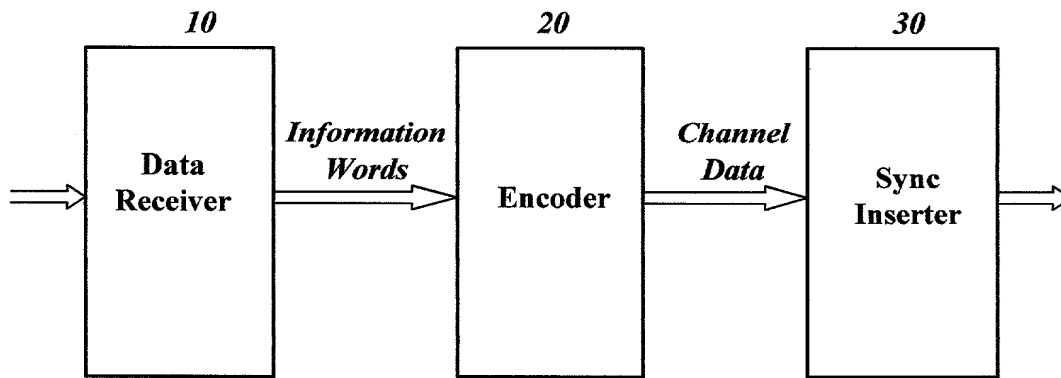
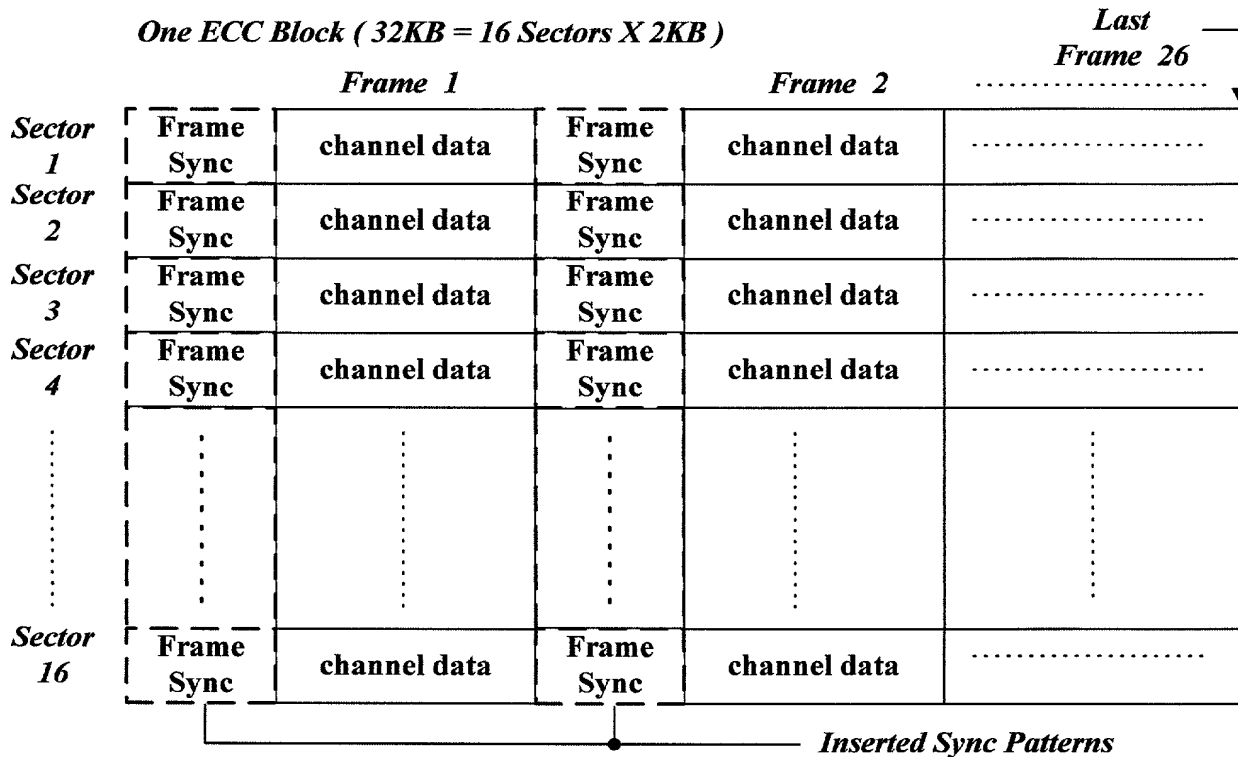


FIG. 1



Conventional Art

FIG. 2



$$1 \text{ Sector} = (1 \text{ Frame Sync} + \text{Channel Data}) \times 26$$

Frame sync = 32 bits

Conventional Art

FIG. 3

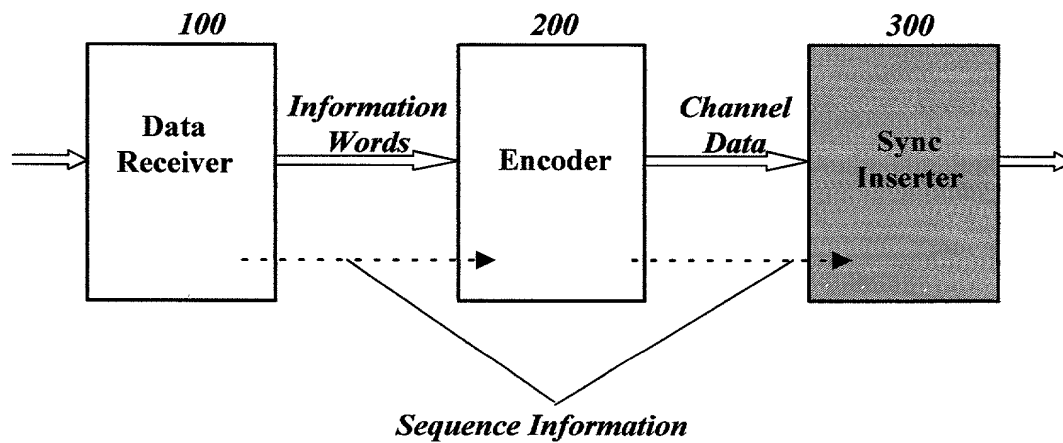
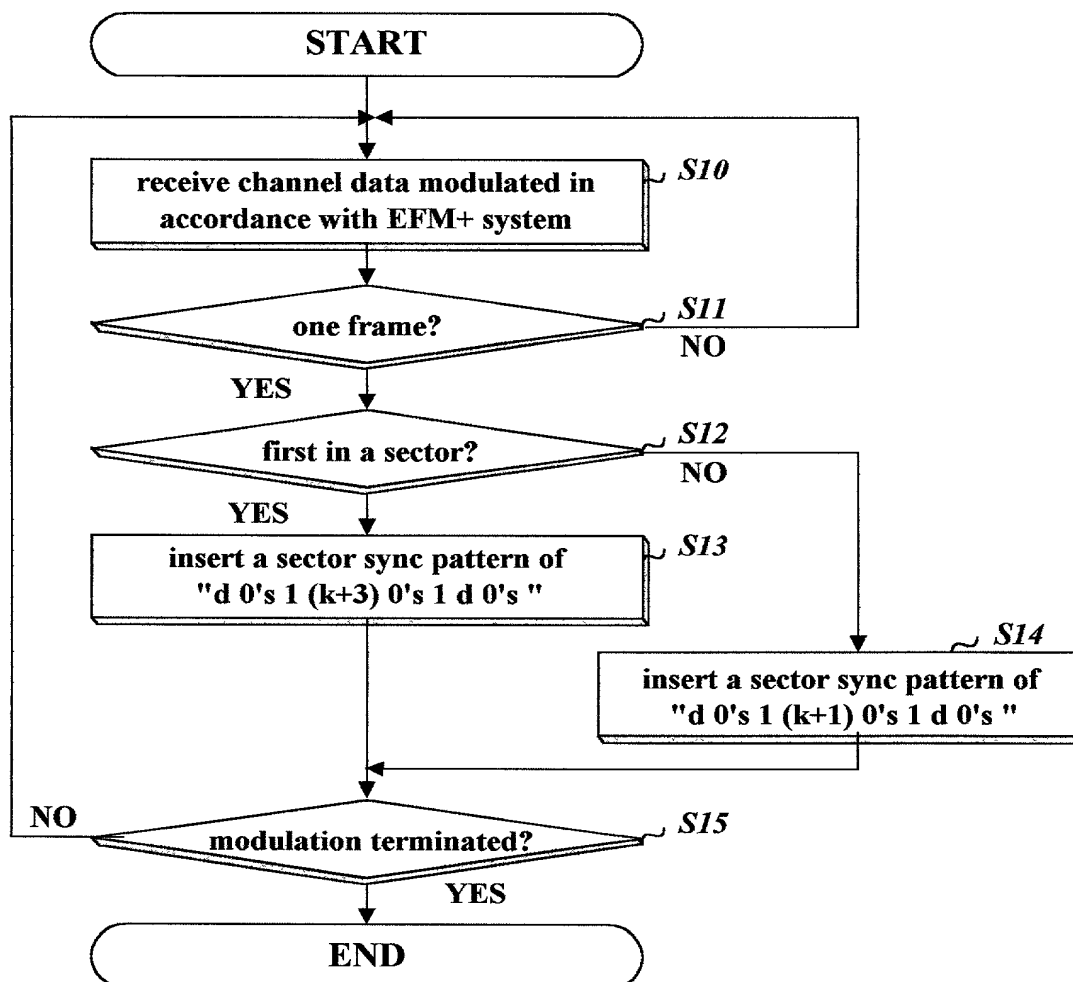


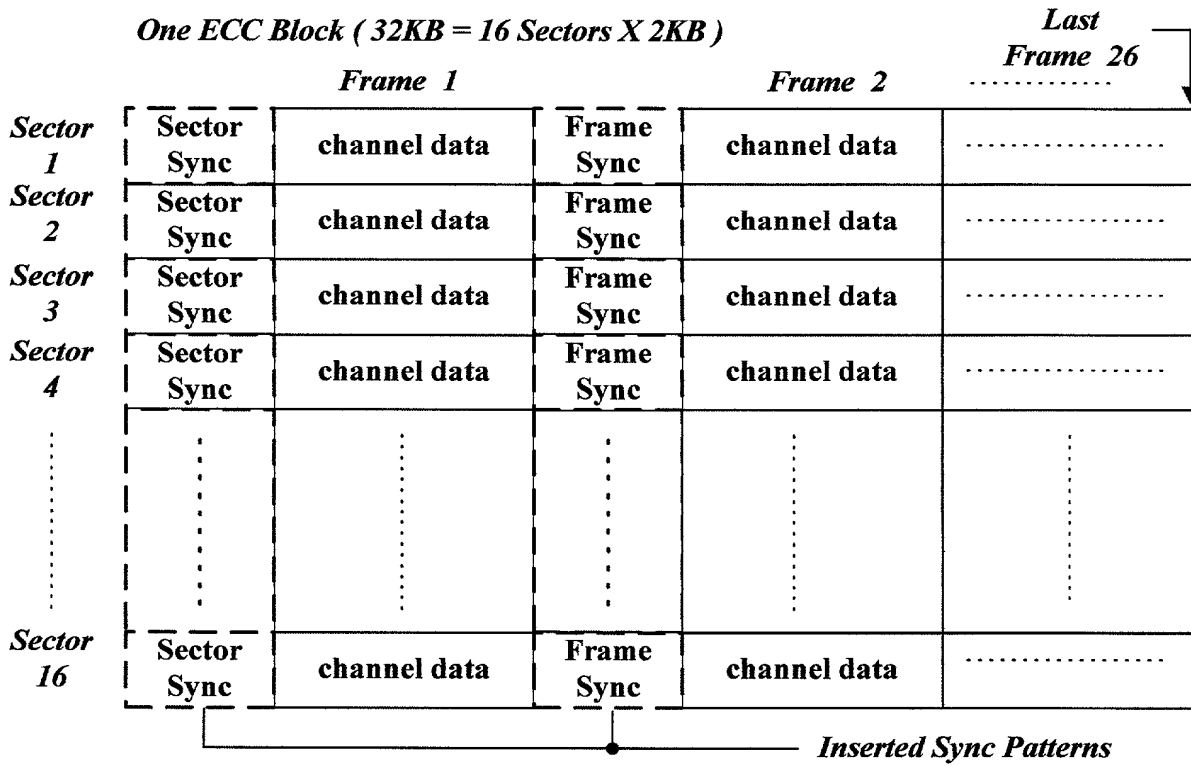
FIG. 4



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205020 40529007

FIG. 5

One ECC Block (32KB = 16 Sectors X 2KB)



$$1 \text{ Sector} = (1 \text{ Sector Sync} + \text{Channel Data}) + (1 \text{ Frame Sync} + \text{Channel Data}) \times 25$$

Sector Sync : d 0's 1 (k+3) 0's 1 d 0's --- (k+2d+5 bits)

Frame Sync : d 0's 1 (k+1) 0's 1 d 0's --- (k+2d+3 bits)